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### 1 [Compressing large boolean matrices using reordering techniques](#)

[David Johnson](#), [Shankar Krishnan](#), [Jatin Chhugani](#), [Subodh Kumar](#), [Suresh Venkatasubramanian](#)

 August 2004 **VLDB '04: Proceedings of the Thirtieth international conference on Very large data bases - Volume 30**, Volume 30

Publisher: VLDB Endowment

Full text available: Pdf (288.67 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)
**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 40, Downloads (Overall): 89, Citation Count: 8

Large boolean matrices are a basic representational unit in a variety of applications, with some notable examples being interactive visualization systems, mining large graph structures, and association rule mining. Designing space and time efficient ...

### 2 [Continuous program optimization: A case study](#)

[Thomas Kistler](#), [Michael Franz](#)

 July 2003 **Transactions on Programming Languages and Systems (TOPLAS)**, Volume 25 Issue 4
Publisher: ACM [Request Permissions](#)

Full text available: Pdf (877.67 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)
**Bibliometrics:** Downloads (6 Weeks): 29, Downloads (12 Months): 156, Downloads (Overall): 1659, Citation Count: 25

Much of the software in everyday operation is not making optimal use of the hardware on which it actually runs. Among the reasons for this discrepancy are hardware/software mismatches, modularization overheads introduced by software engineering considerations, ...

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**Keywords:** Dynamic code generation, continuous program optimization, dynamic reoptimization

### 3 [Compiler-based I/O prefetching for out-of-core applications](#)

[Angela Demke Brown](#), [Todd C. Mowry](#), [Orran Krieger](#)

 May 2001 **Transactions on Computer Systems (TOCS)**, Volume 19 Issue 2
Publisher: ACM [Request Permissions](#)


Full text available: Pdf (499.03 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)
**Bibliometrics:** Downloads (6 Weeks): 8, Downloads (12 Months): 55, Downloads (Overall): 929, Citation Count: 17

Current operating systems offer poor performance when a numeric application's working set does not fit in main memory. As a result, programmers who wish to solve "out-of-core" problems efficiently are typically faced with the onerous task ...


**Keywords:** compiler optimization, prefetching, virtual memory

4 [GPGPU: general purpose computation on graphics hardware](#)

 [David Luebke](#), [Mark Harris](#), [Jens Krüger](#), [Tim Purcell](#), [Naga Govindaraju](#), [Ian Buck](#), [Cliff Woolley](#), [Aaron Lefohn](#)

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM  [Request Permissions](#)


Full text available:  Pdf (63.03 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

**Bibliometrics:** Downloads (6 Weeks): 118, Downloads (12 Months): 1305, Downloads (Overall): 7260, Citation Count: 20


The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex ...

5 [Static correlated branch prediction](#)

 [Cliff Young](#), [Michael D. Smith](#)

September 1999 **Transactions on Programming Languages and Systems (TOPLAS)**, Volume 21 Issue 5

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (508.49 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 6, Downloads (12 Months): 65, Downloads (Overall): 580, Citation Count: 7

Recent work in history-based branch prediction uses novel hardware structures to capture branch correlation and increase branch prediction accuracy. Branch correlation occurs when the outcome of a conditional branch can be accurately ...


**Keywords:** branch correlation, branch prediction, path profiling, profile-driven optimization

6 [A software development tool chain for a reconfigurable processor](#)

 [Alberto La Rosa](#), [Luciano Lavagno](#), [Claudio Passerone](#)

November 2001 **CASES '01: Proceedings of the 2001 international conference on Compilers, architecture, and synthesis for embedded systems**

**Publisher:** ACM

Full text available:  Pdf (79.88 KB)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)


**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 38, Downloads (Overall): 503, Citation Count: 7

7 [Space-time points: 4d splatting on efficient grids](#)

[Neophytos Neophytou](#), [Klaus Mueller](#)

October 2002 **VVS '02: Proceedings of the 2002 IEEE symposium on Volume visualization and graphics**

**Publisher:** IEEE Press


Full text available:  Pdf (1.48 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 49, Downloads (Overall): 416, Citation Count: 5


4D datasets, such as time-varying datasets, usually come on 4D Cartesian Cubic (CC) grids. In this paper, we explore the use of 4D Body Centered Cubic (BCC) grids to provide a more efficient sampling lattice. We use this lattice in conjunction with a ...

8 [Point-based computer graphics](#)

 [Marc Alexa](#), [Markus Gross](#), [Mark Pauly](#), [Hanspeter Pfister](#), [Marc Stamminger](#), [Matthias Zwicker](#)

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (8.94 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

**Bibliometrics:** Downloads (6 Weeks): 39, Downloads (12 Months): 361, Downloads (Overall): 2692, Citation Count: 7

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research ...

9 [Escape analysis for Java™: Theory and practice](#)



[Bruno Blanchet](#)

November 2003 **Transactions on Programming Languages and Systems (TOPLAS)** , Volume 25 Issue 6

**Publisher:** ACM [Request Permissions](#)

Full text available: [Pdf](#) (684.21 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

**Bibliometrics:** Downloads (6 Weeks): 7, Downloads (12 Months): 81, Downloads (Overall): 1106, Citation Count: 22

Escape analysis is a static analysis that determines whether the lifetime of data may exceed its static scope. This paper first presents the design and correctness proof of an escape analysis for Java™. This analysis is interprocedural, context ...

**Keywords:** Java, optimization, stack allocation, static analysis, synchronization elimination

10 [Terrain database interoperability issues in training with distributed interactive simulation](#)



[Guy A. Schiavone](#), [S. Sureshchandran](#), [Kenneth C. Hardis](#)

July 1997 **Transactions on Modeling and Computer Simulation (TOMACS)** , Volume 7 Issue 3

**Publisher:** ACM [Request Permissions](#)

Full text available: [Pdf](#) (443.34 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

**Bibliometrics:** Downloads (6 Weeks): 6, Downloads (12 Months): 75, Downloads (Overall): 807, Citation Count: 1

In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, ...

**Keywords:** distributed interactive simulation, terrain databases

11 [Stream Processors: Programmability and Efficiency](#)



[William J. Dally](#), [Urvai J. Kapasi](#), [Bruce Khailany](#), [Jung Ho Ahn](#), [Abhishek Das](#)

March 2004 **Queue** , Volume 2 Issue 1

**Publisher:** ACM [Request Permissions](#)

Full text available: [Html](#) (30.66 KB), [Pdf](#) (25.99 MB)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 265, Downloads (12 Months): 2468, Downloads (Overall): 4188, Citation Count: 12

12 [From flop to megaflops: Java for technical computing](#)



[José E. Moreira](#), [Samuel P. Midkiff](#), [Manish Gupta](#)

March 2000 **Transactions on Programming Languages and Systems (TOPLAS)** , Volume 22 Issue 2

**Publisher:** ACM [Request Permissions](#)

Full text available: [Pdf](#) (371.84 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

**Bibliometrics:** Downloads (6 Weeks): 6, Downloads (12 Months): 70, Downloads (Overall): 819, Citation Count: 12

Although there has been some experimentation with Java as a language for numerically intensive computing, there is a perception by many that the language is unsuited for such work because of performance deficiencies. In this article we show how optimizing ...

**Keywords:** arrays, compilers, java

13 [Facial modeling and animation](#)



[Jörg Haber](#), [Demetri Terzopoulos](#)

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM [Request Permissions](#)


Full text available: [Pdf](#) (18.15 MB)

Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 77, Downloads (12 Months): 725, Downloads (Overall): 5383, Citation Count: 0


In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed ...

#### 14 [The elements of nature: interactive and realistic techniques](#)

 [Oliver Deussen](#), [David S. Ebert](#), [Ron Fedkiw](#), [F. Kenton Musgrave](#), [Przemyslaw Prusinkiewicz](#), [Doug Roble](#), [Jos. Stam](#), [Jerry Tessendorf](#)

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM  [Request Permissions](#)


Full text available:  Pdf (17.65 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

**Bibliometrics:** Downloads (6 Weeks): 122, Downloads (12 Months): 1277, Downloads (Overall): 7551, Citation Count: 2


This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives ...

#### 15 [Seeing, hearing, and touching: putting it all together](#)

 [Brian Fisher](#), [Sidney Fels](#), [Karon MacLean](#), [Tamara Munzner](#), [Ronald Rensink](#)

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**


**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (20.64 MB)

Additional Information: [full citation](#), [cited by](#)


**Bibliometrics:** Downloads (6 Weeks): 94, Downloads (12 Months): 1490, Downloads (Overall): 8872, Citation Count: 4

#### 16 [Level set and PDE methods for computer graphics](#)

 [David Breen](#), [Ron Fedkiw](#), [Ken Museth](#), [Stanley Osher](#), [Guillermo Sapiro](#), [Ross Whitaker](#)

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM  [Request Permissions](#)


Full text available:  Pdf (17.07 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

**Bibliometrics:** Downloads (6 Weeks): 67, Downloads (12 Months): 748, Downloads (Overall): 5821, Citation Count: 3


Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the ...

#### 17 [Real-time shading](#)

 [Marc Olano](#), [Kurt Akeley](#), [John C. Hart](#), [Wolfgang Heidrich](#), [Michael McCool](#), [Jason L. Mitchell](#), [Randi Rost](#)

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (7.39 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

**Bibliometrics:** Downloads (6 Weeks): 30, Downloads (12 Months): 440, Downloads (Overall): 3762, Citation Count: 3


Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering ...

#### 18 [TIMBER: A native XML database](#)

[H.V. Jagadish](#), [S. Al-Khalifa](#), [A. Chapman](#), [L.V.S. Lakshmanan](#), [A. Nierman](#), [S. Paparizos](#), [J.M. Patel](#), [D. Srivastava](#), [N. Wiwatwattana](#), [Y. Wu](#), [C. Yu](#)

December 2002 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 11 Issue 4

**Publisher:** Springer-Verlag New York, Inc.

Full text available:  Pdf (268.39 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 11, Downloads (12 Months): 186, Downloads (Overall): 1859, Citation Count: 101

This paper describes the overall design and architecture of the Timber XML database system currently being implemented at the University of Michigan. The system is based upon a bulk algebra for manipulating trees, and natively stores XML. New access ...

**Keywords:** Algebra, Document management, Hierarchical, Query processing, Semi-structured

19 [External memory algorithms and data structures: dealing with massive data](#)



[Jeffrey Scott Vitter](#)

June 2001 **Computing Surveys (CSUR)** , Volume 33 Issue 2

**Publisher:** ACM [Request Permissions](#)

Full text available: [Pdf](#) (828.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 80, Downloads (12 Months): 731, Downloads (Overall): 7083, Citation Count: 119

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance ...

**Keywords:** B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

20 [An interactive introduction to OpenGL programming](#)



[Dave Shreiner](#), [Ed Angel](#), [Vicki Shreiner](#)

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM [Request Permissions](#)

Full text available: [Pdf](#) (3.35 MB) Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 11, Downloads (12 Months): 97, Downloads (Overall): 1114, Citation Count: 0

"An Interactive Introduction to OpenGL Programming" provides an overview of the OpenGL Application Programming Interface (API), a library of subroutines for drawing three-dimensional objects and images on a computer. After the completion of the course, ...

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